Video people playing it. but how did this

Video Game IndustryThe video game industry is one of the most money-making industries in the world as it is one of the most popular industries for entertainment today. But this was not always the case people may ask how they advanced so fast and where do they get the ideas. What If I tell you that people give the industry ideas from decisions of everyday life which then the industry tries to make the idea better and good in a video game and depends on the reviews of people they get they will continue advancing their ideas to try to sell the products to their audience. In this blog I am going to talk about how the audience gets ideas from the industry and how the industry gets ideas for the audience to sell their products. In the 1980s an arcade game called Pac-Man it was the first game that made many kids go to the arcade it was a fun addicting game and did very good amongst the people playing it.

But how did this game give a better aspect to gaming industry? Pac-Man soon became the most money-making game at the arcades with 1 billion dollars disappearing into the arcade slots and the biggest arcade game in the world till today. The gaming industry became bigger in the 1990s, Video games where becoming more popular as the technology advanced the creation of adventure games, strategy games and first-person shooters (FPS) games where becoming popular around the audience.'Nintendo' and ' Sega' was the first to introduce the video game console which then Nintendo brought out the ' Game Boy' which was a hand-held video game machine. The Game Boy stayed very popular for around 15 years. It was priced around $97 and sold around 300, 000 units in 2 weeks which has been marked in history due to its international success. The reason the Game Boy was a

success because of its simple/basic design that you could controle easily and had a long lasting 30hr battrey life. With the Game Boy you could even play with your friends with a simple wire connector between to Game Boys wich at the time was an amazing idea for kids. Nintendo began a cycle resuscitating the american video game industry setting up a third party game publisher as we know it, the (NFS) Nintendo Entertainment System known as the fomicom and it was one of the first home consoles.

Sony then introduced their ' Playstation' to the market. The development of the playstation started before the 16 – bit era. At the time Nintendo was experimenting with the CD-ROM for the Famicom (due to its success in Japan) but had a few problems so then they decided to sign a contract with ' Sony' wich was on of the creators of the CD-ROM format (Philips) to create a CD add-on to the ' Super Nintendo' named SNES-CD. When Sony announced their playstation add-on, Nintendo announced their cancellation of the product as they where working to bring the Nintendo freniches on ' Philips' own console called the CD-i.

but Nintendo was proven that it was a huge mistake that they made as it was critisized poorly from both gamers and critics. The playstation was originally going to be a 2D focused system but after the sony designers saw a huge success of Sega's Virtua Fighter in 1993 they decided to make the PlayStation a mainly 3D focused system wich was a huge jump in the gaming industry. Playstation 1 was released in Japan on December 3rd 1994 after 6 months development with the price of $299. The PlayStation company had a big hit in the gaming industry as they kept advansing their products. After 5 years the PlayStation2 was released on October 26th, 2000 wich was the

best selling console of all time managing an unbeatable 150 million sales and 1. 5 billion game sales on over 3850 titles. On November 7, 2006 the PlayStation3 was released completely behind competition released during Wii/motion craze and was expensive then any of its competition.

The PS3 was left in a bad situation, people where not happy at the insane price that it costed, that drove many people especcially In the UK away and Sony did nothing to get their audience back. The PlayStation4 was then launched on November 15, 2013 altough they didn't know how the sales would go it soon became clear that it would be success because they had over one million Pre-orders world wide no-one doubts that sales would be extreamly good. And the good reviews about the PS4 where through the roof. People where very happy with the advansments of graphics in the video game industry as games are looking more realistic over the years. People are mind blown on how much the graphics are advancing at a high pase and you can almost feel that what you are playing looks like real life. For example Grand Theft Auto has a huge difference between its early access GTA 1 to the most recent GTA V refering to graphics and capabilities in the game.

But these advancements advancements in graphics are never anough for people. People are always thinking what does it feel if you are in the game actually playing in the virtual life that is shown on screen actually holding a gun, seeing everything around you instead of just seeing everything on a computer screen/monitor. The idea of virtual reality started back in 1995 but it wasn't as important at the time. Virtual reality entered the industry again by the company called Oculus VR which developed a headset called the

Oculus Rift which was successfully funded on kickstarter. The headset where being shown at trade events and had a very good response from people.

With these headsets you could not only enter the game life but do stuff just like you are playing in the game with the use of two remotes representing both hands, a headset where you see everything around you and sensors that detect your movement. Games are still advancing as they are still being tested for this device but they are making big advancements in graphics each day. As for some reviews I have seen online the headset has ver good reviews as it has been sold to thousands if not millions of people around the world as it can be a fun experience to have this headset a disadvantige at the moment is that it costs around $1000 alone and you need a good computer to run it wich can cost you around $2000. But work is still being done to try to reduce the price of the product and be affordable to everyone.